

CI 22 A Duffield

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Q1: Developing a new framework

Q2: A more encompassing classification system that does not leave some items unclassifiable.

Q3: No it shouldn't. Content is content whether on an iPad or a Bus Stop Sign. If the material is the same it should be classified as such.

Q4: All content should be classified but it should be used as a guideline to make informed choices, not to censor or reject content.

Q5:

No, the material should be classified for what it contains not the potential impact. Impact is subjective whereas the content is not.

Yes all content for children should be classified as such across all media.

Q6: No, see Q5.

Q7: No. So long as proper warning is given that the item has not yet been classified nothing should be restricted.

Q8: Yes but ultimately the same classification information should be used.

Q9: No, see Q4.

Q10: No, see Q5.

Q11: Everything should be classified, nothing should be restricted and the classification it receive should solely depend on the content an no external factors.

Q12: No content should be restricted. Only information should be given to allow educated decisions.

Q13: It cannot be controlled, only properly informing all both children and guardians of the nature of the content should be attempted.

Q14: This is not an issue. Age restriction for purchase is ample protection.

Q15: At point of sale.

Q16: Government agencies should be creating well defined classification standards that encompass all content as well as enforcing the classifications use. Industry bodies roles is use to comply with those standards and it's the role of the user to make their decision to receive the content based on the classification.

Q17: So long as the code is adhered to that would be fine.

Q18: Industry can classify everything unless there is a complaint about a classification.

Q19:

Q20: Classification for games is not clear. The fact that some work is unable to be classified is appalling and needs to be fixed so that we aren't restricting the public from accessing content because of a failure to classify the material.

Q21: New classification levels for games that include more adult material similar to R18+ rated movies.

Q22:

Q23:

Q24: Nothing should be prohibited so long as the content itself isn't illegal. I feel strongly about this.

Q25: Nothing should be Refused Classification.

Q26:

Q27:

Q28:

Q29:

Other comments: Refusing to classify something or not having a classification system that is apt enough to encompass all categories is a failure on our country to uphold the right we all have to freedom of speech and expression. The classification system should always be a way to guide citizens in make their choices, there is no justification for using the system to restrict adults from purchasing legal content. Games have emerged as a form of art in their design and the story they tell. We should no longer be subject to being told what games are appropriate and what isn't.